
Title: Juo'Nar-A Biography

Author: Hands of Virtue

Juo'Nar is a paladin who's name is indirectly linked with the Zog Cabal during the investigation of Hartham's murder. When the citizens of Trinsic heard of his involvement, he was driven out of the city by an angry mob.

He was not seen again after his banishment until he brutally murdered three monks at the Shrine of Spirituality to steal a magical necklace, all the while sending hordes of orcs and lizardmen to attack Trinsic. Many scholars believe the reason for this treaturoous deed was to perhaps create a diversion. He is responsible for launching a series of large scale attacks against the shrines throughout the realm, forcing the regular guard patrols to spread and reduce their numbers.

This allowed him to successfully raid a caravan transporting weapons and other armaments. He is also credited for killing the caravan leader, Tali Desryn, wife of Fint Desryn, the new Captain of the Guard of Trinsic.

Since then, several clues and reports have linked Juo'Nar with the increase in both the number and lethality of organized monster attacks. He has

rallied several tribes to his cause, and uses them to strike fear and obtain more equipment for his plans.

Further research into the case of the Zog Cabal from Trinsic's security forces indicated he is not directly linked with either the Zog Cabal or the Lich Leaders, but was rather working with his own agenda, his own motivations, and his own share of bloodlettings, wanting to eliminate both the Order and Chaos virtue factions and seize control of the realm. In a message sent to Finth Desryn after the murder of his wife, Juo'Nar wrote.."With these tools thou hast kindly provided me I will not wreak havoc, nor shall I bring Chaos upon thee. I am most desirous of an Order. An order borne of service and dedication to the truth I shall enlighten all of Britannia with."

All of civilization shall be reborn under my firm hand. And birthing is a most bloody process, so grip tight the bit with thine teeth and steel thineselves for the shock."

A skilled tactician and seasoned warrior, Juo'Nar was an opponent to be reckoned with. After following a weak trail of his past associates, a group of warriors discovered his hideout in Ocllo. They immediately attacked him, and as more and more kept coming against him, Juo'Nar was finally

defeated. His body was taken to Trinsic, but later disappeared. Rumors say it is hidden in the Paladin's Hall, others say his followers may attempt to raise him from the dead...Have we seen the last of Juo'Nar?

It seems not. Juo'Nar was in fact ressurected by Minax in the form of a green Lich Lord, and was given the task to conquer Trinsic, a town he had many reasons to personally hate. His armies of undead laid siege to the city during many days, and Trinsic finally fell. The city gates were closed, and the only entrance possible was through magical means. Juo'Nar seemed now more powerful than ever, and dedicted to serve his new Mistress.

Juo'Nar is helped in his task by 3 powerful daemons: Anmac Hallachtan, Seth, and Ba'ab, and commands a large army of undeads, whose ranks include the likes of rotting corpses, shadow knights, and other abominations. Malabelle was also sighted helping him in Britain, and assisted him for the great battle leading to the capture of Trinsic. When Malabelle was about to betray Minax, Juo'Nar captured her, and held her prisoner with the help of his three daemons. A rescue party led by the paladin Dupre managed to find the location, and was able to rescue her.

After the successful

rescue, Dupre led the
charge against the city
of Trinsic and liberated it
from the tyranny of
Juo'Nar. The black
temples were all
destroyed, the barricades
were removed, and
Juo'Nar himself was killed.

Again we find ourselves
asking "Is this really the
end of Juo'Nar, or will
his lifeless soul find yet
another beginning?"